



 **KoalaWare**TM

KoalaPainterTM
Owner's Manual

for
Atari
computers

KoalaPainter™ **Owner's Manual**





Technologies Corporation

We make computing more personal.™

ACKNOWLEDGMENTS

The Atari version of KoalaPainter was developed by Steven Dompier and Robert Leyland of Island Graphics Corporation.

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INTRODUCTION

KoalaPainter is a highly versatile drawing program that allows you to:

- Draw freehand using several different brushes and colors.
- Design geometric shapes of all sizes.
- Change the colors in your drawing at any time, as well as create moving “rainbow” effects.
- Take advantage of a special kaleidoscopic feature that creates mirror images in your drawing.
- Magnify your drawing for close-up work.
- Save your designs for future enjoyment to either cassette or disk.

KoalaPainter is easy to use—simply load the program and push one of the touch tablet’s buttons. You can create your own designs immediately. Whatever your skill level, from beginner to serious artist, hours of fun and creativity await you.

SYSTEM REQUIREMENTS

FOR CARTRIDGE PROGRAM:

- Atari Computer with minimum 16K RAM
(32K RAM when saving pictures to diskette)
- Color television or monitor
- KoalaPad Touch Tablet and stylus
- OPTIONAL: Atari 810 or 1050 disk drive
(with DOS 2.0)
Atari 410 or 1010 program recorder

FOR DISKETTE PROGRAM:

- Atari Computer with minimum 48K RAM
- Atari 810 or 1050 disk drive
- Color television or monitor
- KoalaPad Touch Tablet and stylus

GETTING STARTED

CARTRIDGE PROGRAM:

- Insert the KoalaPainter cartridge into your computer cartridge slot.
- If you want to save your designs onto disk, turn on disk drive 1 and insert the Atari DOS 2.0 diskette into disk drive 1.
- Turn ON your monitor or television.
- Turn ON your computer.

DISKETTE PROGRAM:

- Remove cartridge from your computer.
- Turn ON your disk drive.
- Turn ON your television or monitor.
- Insert your KoalaPainter diskette into drive 1 (diskette includes DOS).
- Turn ON your computer.

After the title screen appears, press either button on the KoalaPad to go on to the MAIN MENU. When the menu appears you are ready to begin. The menu offers a variety of drawing and color options. However, in order to become familiar with how the KoalaPad touch tablet works, let's begin with the DRAW command. The menu and its parts will be described in more detail later in the manual.

HOW TO BEGIN

KoalaPainter is preset to DRAW in the color orange using the cursor as a brush. These are the DEFAULT settings. The program will remain in these settings until you select a different mode, color and brush.

The cursor is a movable marker that is used to select commands and indicate your location on the screen. The triangle in the corner indicates that the cursor is the **CURRENT BRUSH**. When the cursor is used as a brush, it leaves a narrow line.

Orange is your **CURRENT COLOR** and is verified by the triangle in the corner of the box.

DRAW is highlighted because it is the **CURRENT MODE**.

PRACTICE DRAWING

- Press either button to go to the **PICTURE SCREEN**.
- Hold your finger or stylus on the tablet surface and the cursor will appear.
- Hold down the left button and draw. The cursor will be replaced by an orange line.
- When you finish your line, release the button and the cursor will reappear. To continue drawing, reposition the cursor and repeat the above step.
- To return to the menu lift your finger or stylus from the tablet surface and press either button. When the menu reappears you are ready to choose other commands, colors, and brushes.

SELECTING COMMANDS

- Position the cursor on the command of your choice and press either button. Notice that the command you select is highlighted to confirm your choice.
- Press either button to go to the **PICTURE SCREEN**.

ERASING THE ENTIRE PICTURE SCREEN

- Select the ERASE command from the MAIN MENU and press either button. The ERASE screen and instructions will appear.
- If you want to ERASE your current picture, move your cursor to the word "YES" on the screen and press either button.
- To cancel the ERASE process, lift your stylus from the tablet surface and press either button, or select the word "NO" on the ERASE screen.

HELP!

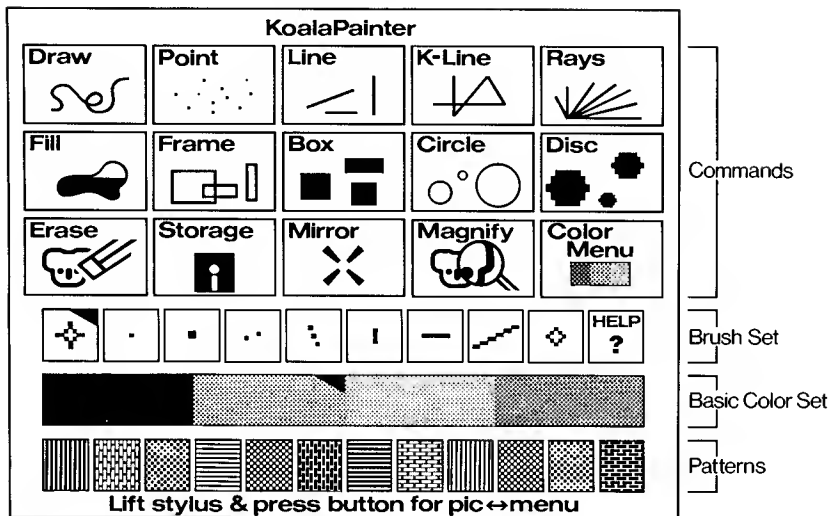
- Select HELP from the MAIN MENU. It appears on the same line as the brushes. Press either button.

OR

- Press the "?" key on the keyboard or the "Help Key" on the XL series.
- Press either button to return to your picture.

The remainder of the manual explains the KoalaPainter Menu in more detail followed by Hints and Explanations.

THE KOALAPainter MENU



THE BRUSH SET

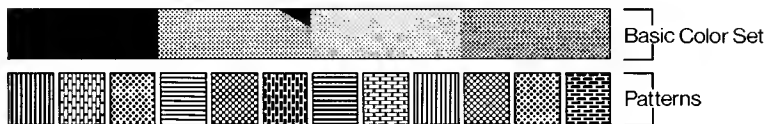
A brush is any one of eight different markers which control the width and shape of the lines drawn on the screen. Like the cursor, a brush can be used with any one of the commands. Experiment with each of the brushes to get an idea of what they can do with the different commands. To select a brush, position the cursor on the brush you want to use and press either button.



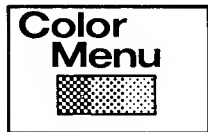
BASIC COLOR SET

Under the Brush Set on the MAIN MENU is the Basic Color Set. When you first load KoalaPainter it will display the default color settings: a black background and orange, green and blue as the drawing colors.

Under the Basic Color Set is a selection of patterns. The colors of the patterns are determined by the currently selected colors.

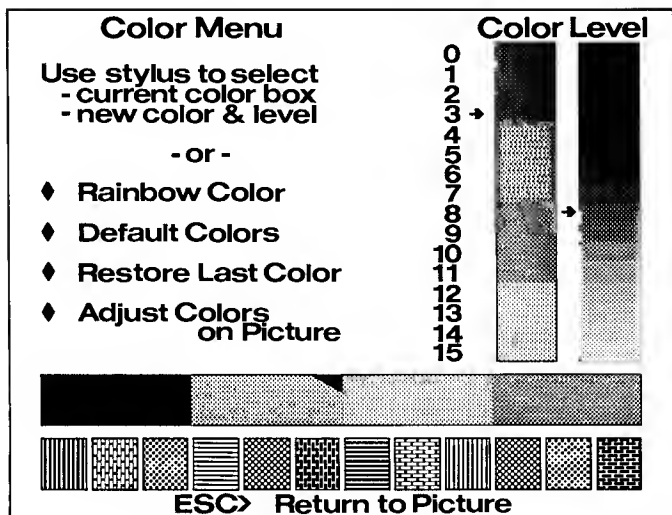


All your designs will be drawn in the current brush and color. Make your color and brush selections before going to the PICTURE SCREEN.



COLOR MENU—Provides a wide selection of colors, shades and patterns.

- Select **COLOR MENU** from the **MAIN MENU** and press either button. The **COLOR MENU** will appear.



The options on the COLOR MENU allow you to:

- Change any of the colors in your picture.
- Create a moving rainbow of colors.
- Restore your picture to the default colors.
- Restore your picture to the last color that you used.

TO CHANGE A COLOR IN YOUR PICTURE

- Position the cursor in the box of the basic color you want to change and press either button.
- Then position the cursor on the “Color” column.
- Press either button to select a new color. Notice that your new selection replaces the color in your basic color set and in the patterns below it.
- Now position the cursor on the “Level” column to select the shade of your color and press either button. Notice that your choices are indicated by two arrow markers.
- Press either button to return to your picture.
- See Hints and Explanations for more information about this feature.

RAINBOW COLOR—Changes one color in your picture into a moving rainbow of colors.

- Select the color from the basic color set that you want to change into a rainbow and press either button.
- Position the cursor on “Rainbow Color” and press either button.
- Your picture will appear and the color you selected will change to a constantly flowing rainbow of color.
- Press either button to return to the COLOR MENU. The rainbow effect will stop and your picture will return to its original colors.

DEFAULT COLORS—Changes all the colors in your picture back to the original color set.

- Place the cursor on “Default Colors” and press either button.
- Your picture and the basic color set will change to the default colors.

RESTORE LAST COLOR—Allows you to return to a color previously used in the basic color set.

- Place the cursor on “Restore Last Color” and press either button. Your picture will return to the color used before the last color change.

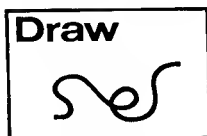
ADJUST COLORS ON PICTURE—Allows you to change a color while viewing the picture.

- Select “Adjust Colors on Picture.”
- Press either button and you will return to your picture.
- Position the cursor on the color or figure you want to change and press either button.
- Move your finger or stylus across the tablet to scroll through the spectrum of colors. Horizontal scrolling adjusts the basic color, vertical scrolling adjusts luminosity.
- Press either button to select the color you want from the spectrum.
- Press either button again to return to the **COLOR MENU**.

THE COMMANDS/A QUICK REFERENCE

DRAW	Freehand drawing
POINT	Makes individual points
LINE	Draws individual straight lines
K-LINE	Draws lines that are connected end-to-end
RAYS	Makes lines that radiate or fan out from one point
FILL	Fills specified areas with a selected color or pattern
FRAME	Makes square and rectangular frames
BOX	Makes a frame that automatically fills with a selected color or pattern
CIRCLE	Makes a circle
DISC	Makes a circle that automatically fills with a selected color or pattern
ERASE	Erases the entire drawing area
MIRROR	Creates mirrored images using the current drawing command
MAGNIFY	Enlarges pictures for close-up work
STORAGE	Allows you to store your pictures on a separate diskette or to a program recorder
COLOR MENU	Provides a selection of colors and patterns

THE COMMANDS/IN DETAIL

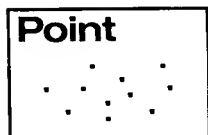


DRAW—Freehand drawing. There are two ways to draw in this mode:

- Hold down the left button and draw. The cursor will be replaced by a line in the current color. When you finish your line, release the button and the cursor will reappear.

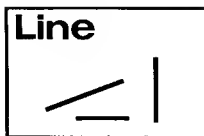
OR

- If you want to lock into the draw mode, hold the stylus on the screen and press the right button. To unlock, press the right button again.



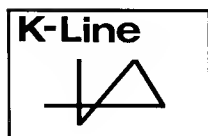
POINT—Makes individual points.

- Position the brush or the cursor on the picture screen.
- Press either button. A point will appear that represents your currently selected brush and color.
- Move the cursor to the next location and press either button.



LINE—Draws individual straight lines.

- Position the cursor where you want to start your line and press either button.
- As you move the cursor, a “rubber-band” line will stretch from this point.
- To end the line, hold your place on the tablet and press either button.



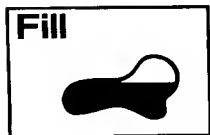
K-LINE—Draws lines that are connected end-to-end.

- Establish one end of the line by positioning the cursor on the picture screen. Press either button.
- Choose the end of the first line. Position the cursor and press either button.
- To draw additional lines, reposition the cursor and press either button. Each new line will come from the end of the last line.
- When you are finished using K-LINE, lift the stylus off the tablet and press either button **twice**. The menu will reappear.



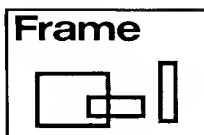
RAYS—Makes lines that radiate or fan out from one point.

- Determine the starting point of the ray with the cursor.
- Press and release either button.
- Stretch the line and then hold down the button.
Then move your finger or stylus in any direction and a ray will be drawn. Notice how you can vary the design by how fast you move the cursor.



FILL—Fills specified areas with a selected color or pattern.

- Select the fill color or pattern.
- Position the cursor in area to be filled and press either button. See Hints and Explanations section for further information on the FILL instruction.



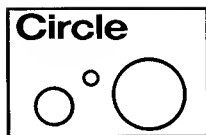
FRAME—Makes square and rectangular frames.

- Establish one corner of your frame.
- Press the button. Stretch the frame to the dimensions you want.
- Keeping the stylus on the tablet, press either button and the frame will remain.



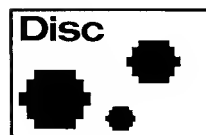
BOX—Makes a frame that automatically fills with the selected color or pattern.

- Select the fill color or pattern.
- Follow the same procedures as in FRAME. The box will fill with the currently selected color or pattern.



CIRCLE—Makes a circle.

- Move the cursor to where you want the center of the circle.
- Press the button.
- Move your finger or stylus away from the center point. A circle will grow from that point.
- Keeping your finger or stylus on the tablet surface, press either button. The circle will remain.



DISC—Makes a circle that automatically fills with the currently selected color or pattern.

- Follow the same procedures as in CIRCLE.



ERASE—Erases the entire drawing area to a black background.

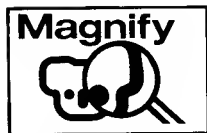
- Move the cursor to the ERASE box on the menu and press either button. The ERASE screen and instructions will appear.

- If you want to ERASE the current design on your picture screen, move your cursor to the word “YES” on the screen and press either button.
- To cancel the ERASE process, lift your stylus from the tablet surface and press either button, or select the word “NO” on the screen.
- For more information on ERASE see Hints and Explanations.



MIRROR—Creates mirrored images using the current drawing command.

- Select a drawing command and press either button.
- Then select MIRROR and press either button.
- Press either button one more time and the PICTURE SCREEN will appear.
- Follow the instructions for your current drawing mode. Exact copies of the current design will appear in the 4 corners of your PICTURE SCREEN.
- To turn off the mirror feature, select MIRROR a **second** time from the menu.



MAGNIFY—Enlarges pictures for detailed work.

- Select MAGNIFY and press either button.
- Return to your picture. You will see an enlarged cursor or brush and an enlarged portion of your picture.
- To move to another section of your picture, **slowly** move your finger or stylus toward the section on your tablet. Repeat this process until the location is reached.
- To turn off MAGNIFY, return to the menu and select MAGNIFY a **second** time.

You can access the magnify screen from your PICTURE SCREEN for close-up work without going back to the MAIN MENU. Simply position the cursor in the area you want magnified. Then, lift the stylus and “zoom” to that spot by pressing “Z” on your keyboard. Using this method, you can go back and forth between the picture and the magnified screens as much as you want. The “Z” key acts like a “toggle” switch. When you press “Z” the first time it activates the zoom feature and when you press it again, it turns the zoom feature off.

- See Hints and Explanations section for more details.



STORAGE—Stores your pictures on a separate diskette or program recorder.

- Select **STORAGE** and press either button.
- The **STORAGE MENU** will appear. Position the cursor to select the function you want and press the button. Follow the instructions given on the screen.
- If you make a mistake while typing in filenames or change your mind about which storage function you want, press a button and the **STORAGE MENU** will be cleared so that you can begin again.

STORAGE DETAILS

For Disk Drives:

To **LOAD** or **SAVE** pictures:

- Select **LOAD** or **SAVE** from the **STORAGE MENU** and press either button.
- Type in: **D1:Filename** <return> or
D2:Filename <return>.
- Press either button to return to the **PICTURE SCREEN**.
- If you get an error message, hit any key to return to the **STORAGE MENU**.

Do not use extensions when entering the filename of a picture as this may cause the picture to be excluded when the disk is indexed. The extension ".PIC" is automatically assigned to each of the picture names.

To INDEX a disk:

- Select INDEX from the STORAGE MENU and a list of the pictures that have been saved to diskette in Drive 1 will be displayed on the storage screen.
- If you want to view one of the pictures listed, place the cursor on the filename and press either button.
- The picture will load onto the PICTURE SCREEN and then you will return to the STORAGE MENU.
- Press either button to return to the PICTURE SCREEN.

When "Index Disk Pictures" is selected, up to 12 of your picture names will be displayed on the screen. If you have more than 12 picture files on your disk, the message "Continue Index" will display. Press either button to view any additional picture names that are indexed.

If you attempt to save a picture using a filename that already exists on your disk, the message "Picture Already Exists. OK to Replace?" will display. Answer "Y" if you want to save over the existing picture, and "N" if you want to cancel the save command.

To DELETE a picture:

- Select DELETE from the STORAGE MENU.
- Type in: D1:Filename <return> or
D2:Filename <return>
- Confirm with "Y"
- Press either button to return to your picture.

To INDEX a disk:

- Select INDEX from the STORAGE MENU and a list of the pictures that have been saved to diskette in Drive 1 will be displayed on the storage screen.
- If you want to view one of the pictures listed, place the cursor on the filename and press either button.
- The picture will load onto the PICTURE SCREEN and then you will return to the STORAGE MENU.
- Press either button to return to the PICTURE SCREEN.

When "Index Disk Pictures" is selected, up to 12 of your picture names will be displayed on the screen. If you have more than 12 picture files on your disk, the message "Continue Index" will display. Press either button to view any additional picture names that are indexed.

If you attempt to save a picture using a filename that already exists on your disk, the message "Picture Already Exists. OK to Replace?" will display. Answer "Y" if you want to save over the existing picture, and "N" if you want to cancel the save command.

To DELETE a picture:

- Select DELETE from the STORAGE MENU.
- Type in: D1:Filename <return> or
D2:Filename <return>
- Confirm with "Y"
- Press either button to return to your picture.

To FORMAT a blank disk:

- Select FORMAT from the STORAGE MENU and press either button.
- Insert a blank disk in Drive 1.
- Confirm with "Y". The disk will be formatted.
- Select another storage command or press either button to return to your picture.

For Cassettes:

To LOAD or SAVE pictures:

- Select LOAD or SAVE from the STORAGE MENU and press either button.
- Type in: C: <return> (filename not needed).

Saving to Cassette:

After typing C: <return> your computer will beep twice.
Press RECORD and PLAY on the program recorder.
Press <return> again.

Loading from Cassette:

After typing C: <return>, your computer will beep once.
Press PLAY on the program recorder and press <return> again.

- Press a tablet button to return to the PICTURE SCREEN.

Do not press <return> while the file is loading as this may interfere with the loading process. Be sure to note the counter-position number on the program recorder when saving so the file can be easily reloaded.

HINTS AND EXPLANATIONS

COLOR MENU—When you change any of the colors in your picture, remember that you can only change one color at a time. Although you have a wide selection of colors and luminosity levels from which to choose, only four colors will appear on your screen at a time.

Whenever you want to return to the original color scheme, or default colors, use the “DEFAULT COLORS” command. This automatically returns the colors on the menu and in your picture to the first colors that appeared when the program was loaded.

FILL—This command fills specified areas with the selected color or pattern. It fills in all directions until it encounters another color. You may fill onto a solid color but not into a pattern. Notice that it will “leak” out of any area that is not completely enclosed.

TO STOP FILL—You may want to stop a fill that is in progress. You can do this by:

- Pressing either button on the touch tablet

OR

- Pressing any key on your computer terminal.

If you stopped an unwanted fill routine and want to correct it, you may be able to reverse fill by selecting the original background color of your fill and then refilling the area. Once you do this, you can find the leak and fix it. Remember, you cannot refill over a pattern.

TO ERASE SMALL AREAS WITHOUT ERASING THE ENTIRE PICTURE—You may want to erase small errors or make improvements on a particular picture. To do this:

- Select the background color of your current picture.
- Select a brush to use as an eraser.
- Return to picture and draw over the area you want to erase. This will even remove a pattern.
- To erase large areas quickly, use the BOX command.

MAGNIFY—The MAGNIFY command responds in a “relative scale movement.” The cursor or brush can only be moved a certain distance at a time across the viewing screen. Be sure to move your finger or stylus **SLOWLY**. For example, to move to the top of your picture or screen, put your finger on the bottom of the tablet and draw towards the top of the tablet. Depending on the starting location, it could take **several** upward strokes to reach the top of the picture.

Note that it is also possible to perform other commands while in the MAGNIFY mode.

PHOTOGRAPHING YOUR PICTURES—To photograph a picture on the screen:

- Position the camera using a tripod.
- Use Kodachrome 64 daylight film for slides and Kodacolor VR100 for prints.
- Set shutter speed for one second.
- Take pictures in a darkened room or arrange a hood over the screen to shelter it from light reflections.

SAVING YOUR PICTURES—It is always a good idea to make a copy of your pictures on a separate diskette before you do anything that could permanently ruin your efforts.

GLOSSARY

- Background Color**—The color that the screen changes to when it is erased.
- Basic Color Set**—The four colors displayed on the MAIN MENU and the COLOR MENU.
- Brush**—Any one of the number of the imaginary brush tips used to make lines or patterns on a picture screen.
- Current Mode**—The mode being used by the person working with the program. KoalaPainter will use the current mode until it is instructed to change.
- Cursor**—A movable marker used to show your position on the screen. The cursor is used to select and carry out all the commands listed on the menu.
- Default Settings**—In the absence of new selections, KoalaPainter will function using the *default* settings: the DRAW mode, the original basic color set (black background, orange, green and blue) and the cursor as a brush.
- Default Colors**—A command on the COLOR MENU which will restore your picture to the original basic color set.
- Luminosity**—The shade or level of brightness of a color.
- Menu**—A list of program choices presented on the display screen.
- Mode**—A method of operation which determines the activity performed by the KoalaPad. For example, the DRAW MODE, LINE MODE, etc.
- Rainbow Color**—An option on the COLOR MENU which will change the selected color to a constantly flowing rainbow of color.

LIMITED 90 DAY WARRANTY

Koala Technologies Corporation will replace this diskette or cartridge product free of charge if it is found defective in materials or workmanship within 90 days from the date of purchase. Simply send it prepaid to Koala Technologies Corporation, 3100 Patrick Henry Drive, Santa Clara, CA 95050 who will replace the product. Koala Technologies Corporation neither assumes nor authorizes any representative or other person to assume for us any other liability in connection with the sale or any shipment of our products. The rights specified within this warranty shall be the sole and exclusive remedy of the purchaser for any claim under the warranty. **IMPLIED WARRANTIES, INCLUDING THE IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS ARE LIMITED IN DURATION TO A 90-DAY PERIOD FROM THE DATE OF PURCHASE. THE PURCHASER MAY MAKE NO CLAIM FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES FOR ANY DEFECT.** Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other legal rights that vary from state to state.

There is a two year time limit on exchanging a damaged diskette.

DISKETTE EXCHANGE FORM

(please print clearly)

If you want to replace a damaged KoalaWare diskette, send the diskette back to Koala with a check or money order for eight dollars (\$8.00) and we'll send you a replacement diskette.

**NOTE: ONLY ORIGINAL KOALAWARE DISKETTES
SOLD WITH THE KOALAWARE PRODUCT MAY
BE EXCHANGED UNDER THIS POLICY.**

Return this form with your damaged diskette and check for \$8.00 to:

**KOALA TECHNOLOGIES CORPORATION
Dept. D.
3100 Patrick Henry Drive
Santa Clara, CA 95050**

Name of Program _____

Computer Model _____

Reason for Exchange _____

Name _____

Address _____

City _____ State _____ Zip _____

Telephone (____) _____

